

Warsaw 07.11.2021

### **Attendance**

- Mikołaj Jędrzejewski - present
- Timur Gafurov - present
- Enjie Jin - not present
- Stanislau Ryzhkov - present
- Shakhzod Yarkulov - present

### **Remarks**

- We are not using camel case - inconsistency with OpenGL
- Every function is preceded by comments of what it takes as arguments and what it returns
- We don't use 'magic' numbers pulled out of thin air - use defines or just comments or both
- Write code so it works and it is easy to use by others

### **Code design choices**

- No\_camel\_case\_but\_standard\_notation
- Functions - lowercase with underscores
- Variables - lowercase
- Constants, defines - uppercase
- Int main () {   space after function name, notice where the bracket starts same for (;;) {

### **Files structure**

- Main.c
- Movement.c
- Placement.c
- Score\_evaluation.c
- Command\_line\_io.c

### **Final decisions**

- Uploading a flowchart to gitlab
- Main function implements uploaded flowchart
- Delegation of functions used in main
- For now, we focus to make game work in command line

### **Workload division**

- Mikołaj Jędrzejewski - main function based on the flowchart
- Timur Gafurov - inputs for initial phase should work, command line inputs used by others could be added later
- Enjie Jin - evaluating the results
- Stanislau Ryzhkov - movement phase
- Shakhzod Yarkulov - placement phase

**Deadline**

8.11.2021

**Next meeting**

8.11.2021 - evaluation and uploading the results

**Topics for next meetings**

- autonomous mode
- GUI - with OpenGL
- AI - using neural nets or [game tree](#)
- Board game generation - perlin noise?